

C-A OPERATIONS PROCEDURES MANUAL

ATTACHMENT

4.56.as RHIC Zone 8z2 Sweep Checklist

Text Pages 2 through 4

C-A OPM Procedures in which this Attachment is used.

4.56		

Hand Processed Changes

<u>HPC No.</u>	<u>Date</u>	<u>Page Nos.</u>	<u>Initials</u>
<u>04-05</u>	<u>11/20/03</u>	<u>4</u>	<u>PFI</u>
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Approved: \_\_\_\_\_  
                    Collider-Accelerator Department Chairman                      Date

P. Ingrassia, W. MacKay

## RHIC Zone 8z2 Sweep Checklist

Team Leader (TL) \_\_\_\_\_ Sweeper#2 (S2) \_\_\_\_\_

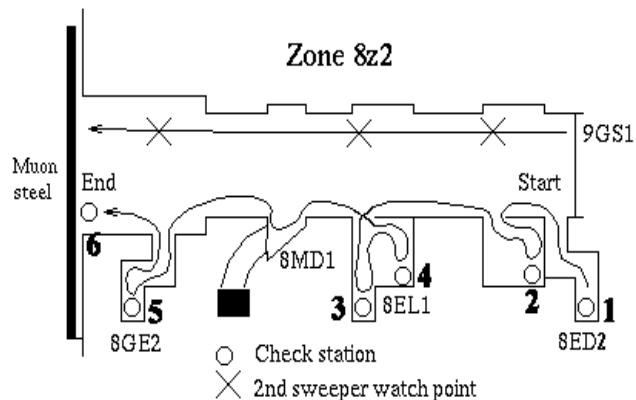
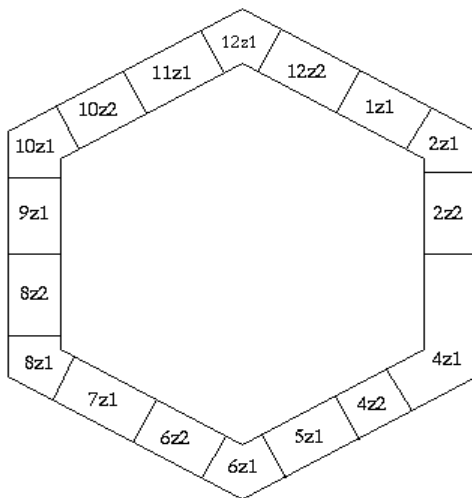
Time: \_\_\_\_\_ Date: \_\_\_\_\_

### Warning:

**IF** any workers are encountered during the sweep, **THEN** contact the OC to see if the sweep should be aborted. Workers shall leave the enclosure **WITH** the sweep team. **IF** the workers crash out of the enclosure **AND** do not exit with the sweep team, **THEN** the sweep shall be re-started.

### Prerequisites

- Two persons to perform the sweep,
- At least one sweeper not restricted from working at heights over five feet.
- RHIC Zone 8z2 Sweep Checklist (three pages)
- Required Tools: at least one flashlight,
- Walkie-talkies
- Approved padlocks (2) for 8MD1 gate and Vapor Barrier Gate.
- All Doors closed THEN 8z2 set to Controlled Access
- Keys: Sweep Reset key S/R015, Controlled Access key CA014, padlock key



### Note:

References to positions in the tunnel are made using the RHIC magnets. The identity of the local magnet can be determined by looking up at the "lower" cable tray and reading the magnet name on a blue (B) or yellow (Y) label. For example, the convention used is: I05Q17 (Inside, Q17) or O-05Q17 (Outside, Q17). References are for inside locations and are visible only by the Team Leader

**CONTINUED ON REVERSE SIDE**

check

- \_\_\_ 1. Sweep team enters 8z2 after TL requests simultaneous release from MCR (8GE2 is the recommended entry door).
- \_\_\_ 2. TL opens 8GE2 gate by turning the CA014 key clockwise, in the Controlled Access key-switch while Operator in MCR presses simultaneous release for 8GE2.

**Note:**

8MD1 door MUST be reset before the sweep begins.

- \_\_\_ 3. TL verifies 8MD1 is RESET by looking for the amber reset lamp on the 8MD1 security boxes.
- \_\_\_ 4. IF the door is not reset, THEN TL shall open the door, walk to the orange door at the end of the tunnel, sweep back to 8MD1, close the door, and RESET the gate by turning the S/R015 key in the RESET keyswitch on the security box. TL observes amber RESET lamp light.

**Note:**

8MD1 is locked with an approved padlock supplied by the RHIC Access Control Group

- \_\_\_ 5 Sweep team walks Clockwise (CW) to 9GS1 at the far end of the 8z2 zone.
- \_\_\_ 6 S2 stands static watch at 9GS1.
- \_\_\_ 7 TL walks down labyrinth to 8ED2 door.
- \_\_\_ 8 TL resets gate 8ED2 using the S/R015 key in the RESET keyswitch .
- \_\_\_ 9 TL observes the yellow RESET lamp is lighted
- \_\_\_ 10 TL STARTS SWEEP by turning the S/R015 key CW in the SWEEP key-switch (8CS6)
- \_\_\_ 11 TL observes SWEEP lamp blink once.
- \_\_\_ 12 TL sweeps out the labyrinth and rejoins S2.
- \_\_\_ 13 TL stands static watch while S2 climbs yellow stairs and searches fan vents and the space above the cable trays.
- \_\_\_ 14 S2 returns to the outside 9GS1 and stands static watch.
- \_\_\_ 15 TL goes to check station 8CS5 in the B Alcove.
- \_\_\_ 16 TL sets second check station (8CS5) by turning S/R015 key in the SWEEP keyswitch.
- \_\_\_ 17 TL observes SWEEP lamp blink once.
- \_\_\_ 18 TL searches all the equipment racks, then sweeps out the alcove.
- \_\_\_ 19 TL rejoins S2.
- \_\_\_ 20 Sweep team sweeps Counter Clockwise (CCW) around RHIC.
- \_\_\_ 21 TL stops to check the Exhaust Fan Vent Barrier at I08Q17.
- \_\_\_ 22 Sweep team sweeps Counter Clockwise (CCW) around RHIC.
- \_\_\_ 23 S2 stands static watch at the electrical services alcove.
- \_\_\_ 24 TL goes to the ladder at 8EL1 in the alcove.
- \_\_\_ 25 IF there is no mirror to verify no one is on the landing at the top of the ladder, THEN TL must climb the ladder to verify no one is on the landing and to check that 8EL1 door is closed.
- \_\_\_ 26 TL resets gate 8EL1 using the S/R015key in the RESET keyswitch at the bottom of the ladder.
- \_\_\_ 27 IF 8EL1 will not reset THEN TL climbs the ladder, closes 8EL1, then repeats step 26.
- \_\_\_ 28 TL observes RESET lamp lights after RESET.
- \_\_\_ 29 TL sets third check station (8CS3) by turning S/R015 key in the SWEEP keyswitch.
- \_\_\_ 30 TL observes SWEEP lamp blink once.
- \_\_\_ 31 TL searches all the equipment racks, and sweeps to check station 8CS4 in the corner of the alcove
- \_\_\_ 32 TL sets fourth check station (8CS4) by turning S/R015 key in the SWEEP keyswitch.
- \_\_\_ 33 TL observes SWEEP lamp blink once.
- \_\_\_ 34 TL sweeps out the alcove, and rejoins S2.
- \_\_\_ 35 TL confirms fan vent barrier is in place on the far side of the tunnel (above S2) and overhead barricade is in place.
- \_\_\_ 36 Sweep team sweeps Counter Clockwise (CCW) around RHIC.

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- \_\_\_ 37 Sweep Team stops to check the inside and outside Exhaust Fan Vent Barriers at I-08DU7.

- \_\_\_ 38 Sweep team sweeps Counter Clockwise (CCW) around RHIC.
- \_\_\_ 39 Sweep team checks electrical alcoves at I08D5 and confirms overhead barricade is in place.
- \_\_\_ 40 Sweep team sweeps Counter Clockwise (CCW) around RHIC.
- \_\_\_ 41 S2 stands static watch opposite the labyrinth leading to 8GE2.
- \_\_\_ 42 TL walks down labyrinth to gate 8GE2.
- \_\_\_ 43 TL sets fifth check station 8CS2 by turning the S/R015 key SWEEP key in the SWEEP keyswitch on 8GE2-I
- \_\_\_ 44 TL observes the SWEEP lamp blink yellow.
- \_\_\_ 45 TL sweeps up the labyrinth and joins S2.
- \_\_\_ 46 Sweep team sweeps Counter Clockwise (CCW) around RHIC.
- \_\_\_ 47 Sweep Team checks inner and outer fan vent barriers at I08Q3 and the ~~overhead barricade~~.
- \_\_\_ 48 TL stands static watch at I08Q3
- \_\_\_ 49 TL and S2 sweeps Counter Clockwise (CCW) around RHIC.
- \_\_\_ 50 S2 checks fan vent barrier at I08Q1.
- \_\_\_ 51 ~~-TL and~~ S2 sweeps Counter Clockwise (CCW) around RHIC.
- \_\_\_ 52 S2 goes down the "outside" stairs and searches the dead zone, created by the PHENIX muon steel, with a flashlight.
- \_\_\_ a TL goes down the inside stairs and stands static watch in the are of the shield wall, with a view of both sides up and down stream
- \_\_\_ b S2 climbs up the ladder to the area beyond the shield blocks next to the Dx magnet and sweeps the area outside the cage. If the cage door is unlocked then they will sweep the cage, exit, and padlock the door
- \_\_\_ 53 S2 climbs down the ladder and sweeps back up the stairs .
- \_\_\_ 54 S2 goes to the ~~caged area at the end of the Dx magnet and sweeps the caged area from the outside of the cage. IF the door is unlocked then they will go in, sweep the cage, exit and padlock the doors~~shield blocks and sweeps back towards the 8GE2 labyrinth.
- \_\_\_ 55 S2 walks back to the 8GE2 labyrinth and stands static watch
- \_\_\_ 56 TL goes down the "inside" stairs and searches the dead zone, created by the PHENIX muon steel.
- \_\_\_ ~~57 TL sweeps back up the stairs~~
- \_\_\_ 58 TL ~~goes climbs the ladder~~ to the caged area at the end of the Dx magnet and sweeps the ~~caged area from~~ the outside of the cage. IF the cage door is unlocked then they will go in, sweep the cage, exit and padlock the door.
- \_\_\_ ~~59 TL sweeps to 8GE2 and rejoins S2.~~
- \_\_\_ ~~60 TL confirms upper wall duct cover in place~~
- \_\_\_ ~~61 TL walks to Vapor Barrier Gate, unlocks the padlock, opens the Vapor Barrier gate, searches the volume beyond the gate with a flashlight, closes and padlocks the Vapor Barrier gate.~~
- \_\_\_ 62 TL ENDS SWEEP by turning the S/R015 key SWEEP key in the SWEEP keyswitch on 8CS1.
- \_\_\_ 63 TL observes the yellow AREA SECURED ("check station") lamp is lighted
- \_\_\_ c TL climbs down the ladder and sweeps up the wood stairs.
- \_\_\_ d TL goes to the shield blocks and then sweeps back towards 8GE2 and S2
- \_\_\_ e TL sweeps to 8GE2 and rejoins S2.
- \_\_\_ f TL confirms upper wall duct cover in place at I08Q1
- \_\_\_ ~~63 TL observes the yellow AREA SECURED ("check station") lamp is lighted~~
- \_\_\_ 64 Sweep Team sweeps to the 8GE2 labyrinth.
- \_\_\_ 65 Sweep Team sweeps down the labyrinth to 8GE2.
- \_\_\_ 66 TL contacts MCR for simultaneous release for gate 8GE2.
- \_\_\_ 67 Sweep Team sweeps out zone 8z2 through 8GE2.
- \_\_\_ 68 TL contacts MCR and confirms that gates are reset and 8z2 zone indicates sweep is good.

**Note:**

IF the AREA SECURED lamp is not lit THEN contact MCR to verify the sweep is good.

- \_\_\_ 69 After returning keys to keytree in MCR, TL resets the 8GE2 gate using the PanelView in MCR
- \_\_\_ 70 After verifying that all information is filled out completely, TL files the checklist in FY\_xx Sweep Log binder.